

Opening FXML Files in JavaFX Scene Builder

You can open your FXML files in [JavaFX Scene Builder](#) from within IntelliJ IDEA. To do that:

1. Select the FXML file of interest in the **Project** tool window, or open the file in the editor.
2. From the context menu, select **Open In SceneBuilder**.
3. If it's the first time you open an FXML file and you haven't specified the Scene Builder executable file yet, the [SceneBuilder Configuration dialog](#) opens. In this dialog, select the executable file and click **OK**.

See Also

Language and Framework-Specific Guidelines:

- [JavaFX](#)

Web Resources:

- [Developer Community](#)